

IN THE CLAIMS:

Please amend the claims as follows:

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1. (Cancelled)
2. (Amended) The apparatus of claim 4 ~~22~~ further comprising said processor configured to identify any activated coordinate.
3. (Previously Amended) The apparatus of claim 2 further comprising said processor configured to control the display to display an indicator at any activated coordinate.
4. (Previously Amended) The apparatus of claim 3 further comprising said processor configured to control the display to display said activation indicator with any selected game symbol assigned to the activated coordinate.
5. (Previously Cancelled)
6. (Previously Cancelled)
7. (Cancelled)
8. (Cancelled)
9. (Cancelled)
10. (Cancelled)
11. (2X Amended) The apparatus of claim 4 ~~22~~ comprising said data structure including data corresponding to at least one scatter bonus symbol and said processor configured to issue an award upon obtaining a scatter bonus symbol at a

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predetermined number of coordinates.

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (2X Amended) The apparatus of claim ~~14~~ 24 further comprising a bet acceptor for a player to input wagers to enable at least one pay line.

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Cancelled)

21. (Cancelled)

22. (NEW) An electronic apparatus for playing a casino game comprising:  
a display;  
a data structure storing data corresponding to game symbols and winning symbol combinations, at least one of said game symbols defining a trigger symbol;  
a processor to control the display and an input device to prompt the processor for each play of successive hands, when prompted said processor configured to randomly select and assign game and trigger symbol data from said data structure to the coordinates in a displayed X by Y game matrix to display said corresponding game symbol, said matrix displayed to include at least one pay line;  
said processor configured to display at least one activated coordinate in the

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game matrix and to maintain any activated coordinate activated through said successive hands of play;

said processor configured to compare the game symbols displayed on each pay line and to issue an award for any pay line including game symbols corresponding to a predetermined winning game symbol combination, any activated coordinate ignored for the purposes of determining pay line winning combinations and awards; and

said processor further configured to compare the game symbols selected, assigned and displayed in each activated coordinate and if a trigger symbol is selected and assigned to an activated coordinate issuing a triggered award to the player selected from a plurality of available awards.

23. The apparatus of claim 22 comprising said data structure storing data corresponding to a plurality of trigger award symbols and each symbol having a different award value associated therewith, said processor configured to issue a triggered award based upon the trigger award symbol selected and assigned to an activated coordinate.

24. (New) A method for playing a series of game hands on an electronic gaming apparatus of the type having a display and a computer processor to control the display, the method comprising:

storing in a data structure data corresponding to game symbols and winning symbol combinations, at least one of the game symbols defining a trigger symbol;

the player inputting a wager and prompting play each hand of play;

in response to prompting of play the processor randomly selecting and assigning

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game and trigger symbol data from said data structure to coordinates in a displayed X by Y game matrix to display said corresponding game symbol, said matrix displayed to include at least one pay line;

activating at least one coordinate in the game matrix and maintaining any activated coordinate activated through said successive hands of play;

the processor comparing the game symbols displayed on each pay line and to issue an award for any pay line including game symbols corresponding to a predetermined winning game symbol combination, any activated coordinate ignored for the purposes of determining pay line winning combinations and awards; and

the processor comparing the game symbols selected, assigned and displayed in each activated coordinate and if a trigger symbol is selected and assigned to an activated coordinate issuing a selected one of a plurality of awards.

25. The method of claim 24 comprising configuring said processor to select and assign one of a plurality of trigger award symbols to said activated coordinate, each trigger award symbol having an award value assigned thereto, and issuing a triggered award based upon the value assigned to said trigger award symbol assigned to said activated coordinate.

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